



## SUPPORT FOR THE DEVELOPMENT OF EUROPEAN VIDEO GAMES

### F.A.Q. - Frequently Asked Questions Call for Proposals EACEA/06/2015 Deadline for submitting applications: 26/03/2015

**This document is intended to provide useful information to applicants. It does not replace or overrule the criteria or any other conditions contained in the Call for proposals notice or in the Guidelines available under: [https://eacea.ec.europa.eu/creative-europe/funding/development-video-games-2015\\_en](https://eacea.ec.europa.eu/creative-europe/funding/development-video-games-2015_en)**

It applies only to the Call for Proposals as indicated above.

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# 1. ELIGIBILITY

## ELIGIBLE APPLICANTS

### **Is a newly established company eligible for support?**

No, this Call for Proposals is open to European Video Game production companies which have been legally constituted for at least 12 months prior to the date of application and that can demonstrate a proven track record.

### **My project was selected under the previous Call for Proposals. Can my company apply for a different project under this Call for Proposals?**

Yes, your company can apply for a different project under a new call for proposals.

### **Can I apply with several projects under the same Call for Proposals?**

No, the same applicant is limited to one submission for the duration of a particular Call for Proposals.

### **My project was rejected under the previous Call for Proposals. Can I apply again with same project?**

Yes, it is possible to re-submit the same project, provided that the production phase is not scheduled to start before 8 months after the new date of submission. We recommend that you take the comments of the experts into account in order to apply with an improved application.

## ELIGIBLE ACTIVITIES

### **Are free2play or freemium games eligible for proven track record and commercial distribution?**

Yes, they can be.

Commercial distribution means that the video game has to generate revenues. These revenues can be generated for example, from the retail sales of the game, from the sales of in-game items or from advertising. The business model must be clearly exposed in the application and the applicant must be able to provide a proof of sales/revenues.

However being commissioned and paid by a client to produce a video game does not constitute a commercial exploitation per se.

### **The production phase is planned to begin in 4 months. Is it worth applying for support?**

No, definitely not. Your application will be ineligible.

The production phase of the submitted project must not be scheduled to start before 8 months after the date of submission of the application.

### **I already have a playable prototype for my project. Is it worth applying for support?**

No, according to the current guidelines, the development phase ends with the production of the first playable prototype or first trial version, whichever comes first.

If the first playable prototype or first trial version has already been produced, then there is no more development work to be done according to our definitions.

### **Will MEDIA check the start date of the production of the submitted project and how?**

Yes, as this is an eligibility criterion. It will be checked at application stage and we will contact the applicant in case of doubt.

For selected projects, this will be checked again at the reporting stage. If the production phase starts before 8 months after the date of submission of the application, the project becomes ineligible for support and the grant agreement/decision will be terminated and any payment already done will have to be reimbursed.

Selected projects might also be checked via a monitoring visit or an audit.

**The writer/creator of the project is employed by the applicant company. There is no contract of ownership as such, as everything the writer is creating during his/her working hours belongs to the company. What should we do?**

An employment contract with the writer/creator can be accepted as a proof of ownership of rights if this is clearly stated in the contract. If there is no such clause, a bilateral declaration between the company and the writer/creator would be sufficient.

**Does the testing/debugging phase belong to the development phase?**

No, according to the definitions of the current Call for Proposals, the testing/debugging phase belongs to the production phase (see definitions in the guidelines). Testing/debugging costs are therefore not eligible costs.

## 2. ADDITIONAL POINTS

**My video game is targeting children from 6 to 16 years-old. Will I get the extra points for young audience?**

No, the extra points for young audience will be awarded only to projects specifically targeted at young audience (children up to the age of 12 years old). This will be checked thoroughly at the evaluation stage.

## 3. MISCELLANEOUS

**What is a milestone?**

Milestone is a common term of project management.

A milestone is a key event of the development phase. It is often used to schedule the completion of a work package. It usually announces a deliverable, which is the outcome of the process.

**What is a flowchart?**

A flowchart is a diagram used in project management showing the different steps of a process and how to achieve it. It summarises visually all the processes and decisions of a workflow.

**Can I use vertical slice to describe the project processes and work packages?**

Yes, vertical slice can be used.

**What do you consider a handheld device?**

Handheld devices are tablets, smart phones, etc. (as opposed to computers & consoles). Portable consoles are classified under consoles and not handheld devices.

**What does CET/CEST mean?**

CET stands for Central European Time and CEST for Central European Summer Time.

## 4. BUDGET AND FINANCING

**In the budget, where should I write the costs related to the purchase of the rights to use a name, place or brand?**

Any rights linked to an IP should go under heading 1.1 (Rights acquisition).

**In the budget, there is space for "Casting and crew". However, this does not make sense for my video game project. What shall I do?**

Casting and crew does make sense for certain video game productions, where voice talents are commonly involved. However, if this does not apply to your project, then you should just leave this budget item empty.

**I need to prepare a budget in Euros, but my company is based outside the Euro zone. Which exchange rate shall I use?**

The exchange rate published on the InforEuro website on the date of the publication of the current Call for Proposals (i.e. January 2015). InforEuro is available at the following web page:

[http://ec.europa.eu/budget/contracts\\_grants/info\\_contracts/inforeuro/inforeuro\\_en.cfm](http://ec.europa.eu/budget/contracts_grants/info_contracts/inforeuro/inforeuro_en.cfm)

**I have already submitted my application for the Video Game support. However, in the meantime, I have received a positive response from a national/regional funding scheme. Shall I inform the Agency about it?**

Yes, it is possible to send updates about the sources of finance.

Please send it to [EACEA-MEDIA-DEVELOPMENT@ec.europa.eu](mailto:EACEA-MEDIA-DEVELOPMENT@ec.europa.eu). Please also indicate the reference number that your project was allocated (see your acknowledgment of receipt after submitting the application).

HOWEVER, it is NOT allowed to send additional information about the project after the deadline.